

**WHAT IS CLAIMED IS:**

1. A method for processing client requests at a server computer, comprising:  
receiving a portion of a client command from a client computer;  
predicting the client command based on the portion of the client command; and  
executing a predicted client command.
2. The method of claim 1, wherein predicting the client command comprises determining a matching command for the portion of the client command and wherein executing the predicted client command comprises executing the matching command.
3. The method of claim 1, further comprising:  
receiving a remaining portion of the client command from the client computer;  
determining whether the client command matches the matching command; and  
if the client command matches the matching command, sending a result of  
executing the matching command to the client computer;
4. The method of claim 3, further comprising:  
if the client command does not match the matching command, executing the  
client command as received from the client computer; and  
sending a result of executing the client command to the client computer.
5. The method of claim 1, further comprising sending a result of executing the predicted client command to the client computer.
6. The method of claim 5, further comprising:  
determining whether the result of executing the predicted client command is correct;  
if not, receiving a remaining portion of the client command from the client  
computer; and  
sending a result of executing the client command to the client computer.

7. The method of claim 6, wherein determining comprises:  
predicting the client command at the client computer based on the portion of the client command;  
determining whether the client command matches the matching command;  
if not, receiving a remaining portion of the client command from the client computer; and  
sending a result of executing the client command to the client computer.

8. The method of claim 7, wherein predicting the client command comprises determining a matching command for the portion of the client command and wherein executing the predicted client command comprises executing the matching command.

9. The method of claim 1, further comprising generating a database of repeated client commands wherein the repeated client commands are commands received at least twice by the server computer and are representative of a pattern.

10. The method of claim 9, where the commands are received by the server for a predetermined number of repetitions.

11. A server computer configured for operable connection to a client computer, comprising:

a command set database, wherein the command set database comprises commands expected to be received from the client computer; and

a processor configured to determine a predicted command from the command set database in response to receiving a portion of a client command from a client computer.

12. The computer of claim 11, wherein the processor is configured to determine the predicted command by:

determining whether a matching command exists in the command set database for the portion of the command received in the input memory area;

if so, executing the matching command; and

storing a result of executing the matching command in the output memory area.

13. The computer of claim 11, wherein the processor is configured to determine whether the predicted command is correct upon receiving a remaining portion of the client command.

14. The computer of claim 13, wherein if the processor determines that the predicted command is not correct, the processor executes the client command.

15. The computer of claim 11, wherein the database comprises repeated commands, wherein the repeated commands are commands that repeat for a predetermined number of repetitions.

16. The computer of claim 11, wherein the server computer and the client computer are connected through a network.

17. The computer of claim 11, further comprising:  
an input memory area to receive commands from the client computer; and  
an output memory area to store the results generated by executing commands received by the client computer.

18. A signal bearing medium, comprising a program which, when executed by a processor, performs a method, comprising:  
receiving a portion of a client command from a client computer;  
determining whether a matching command exists for the portion of the client command; and  
executing a matching command.

19. The signal bearing medium of claim 18, wherein predicting the client command comprises determining a matching command for the portion of the client command and wherein executing the predicted client command comprises executing the matching command.

20. The signal bearing medium of claim 18, further comprising:  
receiving a remaining portion of the client command from the client computer;  
determining whether the client command matches the matching command; and  
if the client command matches the matching command, sending a result of  
executing the matching command to the client computer;
21. The signal bearing medium of claim 20, further comprising:  
if the client command does not match the matching command, executing the  
client command as received from the client computer; and  
sending a result of executing the client command to the client computer.
22. The signal bearing medium of claim 18, further comprising sending a result of  
executing the predicted client command to the client computer.
23. The signal bearing medium of claim 22, further comprising:  
determining whether the result of executing the predicted client command is  
correct;  
if not, receiving a remaining portion of the client command from the client  
computer; and  
sending a result of executing the client command to the client computer.
24. The signal bearing medium of claim 23, wherein determining comprises:  
predicting the client command at the client computer based on the portion of the  
client command;  
determining whether the client command matches the matching command;  
if not, receiving a remaining portion of the client command from the client  
computer; and  
sending a result of executing the client command to the client computer.
25. The signal bearing medium of claim 24, wherein predicting the client command  
comprises determining a matching command for the portion of the client command and

wherein executing the predicted client command comprises executing the matching command.

26. The signal bearing medium of claim 18, further comprising generating a database of repeated client commands wherein the repeated client commands are commands received at least twice by the server computer and are representative of a pattern.

27. The signal bearing medium of claim 26, where the commands are received by the server for a predetermined number of repetitions.

28. A computer server capable of being connected to a network through a network connection, comprising:  
an input memory area to receive commands from a client computer connected to the network;  
a command set database, wherein the command set database comprises commands expected to be received by the client computer;  
an output memory area to store the results generated by executing commands received by the client; and  
a processor configured to determine a predicted command from the command set database in response to receiving a portion of a client command from a client computer.

29. The computer of claim 28, wherein the processor is configured to determine the predicted command by:

determining whether a matching command exists in the command set database for the portion of the command received in the input memory area;

if so, executing the matching command; and

storing a result of executing the matching command in the output memory area.

30. The computer of claim 28, wherein the database comprises repeated commands, wherein the repeated commands are commands that repeat for a predetermined number of repetitions.
31. The computer of claim 28, wherein the processor is configured to determine whether the predicted command is correct upon receiving a remaining portion of the client command.
32. The computer of claim 31, wherein if the processor determines that the predicted command is not correct, the processor executes the client command.